L Number	Hits	Search Text	DB	Time stamp
1	3929	display$4 same mode same port	USPAT; US-PGPUB	2004/07/24 12:28
2	298	(display$4 same mode same port) and rotat$4 and communication and plane	USPAT; US-PGPUB	2004/07/24 11:22
3	20	((display$4 same mode same port) and rotat$4 and communication and plane) and sight and user and posit$4 and control and orient$9	USPAT; US-PGPUB	2004/07/24 11:22
4	0	display$4 same mode same handheld same plane	USPAT; US-PGPUB	2004/07/24 11:23
5	441	display$4 same mode same handheld	USPAT; US-PGPUB	2004/07/24 11:23
6	47	(display$4 same mode same handheld) and rotat$4 and plane and control	USPAT; US-PGPUB	2004/07/24 11:26
7	28415	display$4 same rotat$4 same (handheld or system or portable or device)	USPAT; US-PGPUB	2004/07/24 11:27
8	1788	(display$4 same rotat$4 same (handheld or system or portable or device)) and communication and port and processor and memory and control$4	USPAT; US-PGPUB	2004/07/24 11:27
9	59	((display$4 same rotat$4 same (handheld or system or portable or device)) and communication and port and processor and memory and control$4) and mode and orientat$4 and bus and plane and line and sight	USPAT; US-PGPUB	2004/07/24 11:29
10	4645	display$4 same rotat$4 same orientat$4	USPAT; US-PGPUB	2004/07/24 11:42
11	269	(display$4 same rotat$4 same orientat$4) and (line near sight)	USPAT; US-PGPUB	2004/07/24 12:28
12	71368	"22" and port and bus	USPAT; US-PGPUB	2004/07/24 11:30
13	35	((display$4 same rotat$4 same orientat$4) and (line near sight)) and port and bus	USPAT; US-PGPUB	2004/07/24 11:31
14	50427	345/$7.ccls.	USPAT; US-PGPUB	2004/07/24 11:31
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16	248	((display$4 same rotat$4 same (handheld or system or portable or device)) and 345/$7.ccls.) and (line near sight)	USPAT; US-PGPUB	2004/07/24 11:31
17	36	(((display$4 same rotat$4 same (handheld or system or portable or device)) and 345/$7.ccls.) and (line near sight)) and port and bus	USPAT; US-PGPUB	2004/07/24 11:31
18	907	(display$4 same rotat$4 same orientat$4) and 345/$7.ccls.	USPAT; US-PGPUB	2004/07/24 11:33
19	130	((display$4 same rotat$4 same orientat$4) and 345/$7.ccls.) and port and bus	USPAT; US-PGPUB	2004/07/24 11:33
20	657	display$4 same rotat$4 same portable same device	USPAT; US-PGPUB	2004/07/24 11:42
21	132	(display$4 same rotat$4 same portable same device) and 345/$7.ccls.	USPAT; US-PGPUB	2004/07/24 11:42
22	199	display$4 same rotat$4 same communication same port	USPAT; US-PGPUB	2004/07/24 12:31
23	5	(display$4 same rotat$4 same communication same port) and (line near sight)	USPAT; US-PGPUB	2004/07/24 12:29
24	21	(display$4 same rotat$4 same communication same port) and 345/$7.ccls.	USPAT; US-PGPUB	2004/07/24 12:34
25	26	345/651	USPAT; US-PGPUB	2004/07/24 12:38
26	220	345/649	USPAT; US-PGPUB	2004/07/24 13:30
27	22	5949408.URPN.	USPAT	2004/07/24 13:22
28	1	("6556185").PN.	USPAT; US-PGPUB	2004/07/24 13:32
29	25614	line near4 sight	USPAT; US-PGPUB	2004/07/24 13:33
30	18431	rotat$4 same display$4 same device	USPAT; US-PGPUB	2004/07/24 13:33

31	714	(line near4 sight) and (rotat$4 same display$4 same device)	USPAT; US-PGPUB	2004/07/24 13:33
32	24	((line near4 sight) and (rotat$4 same display$4 same device)) and (communication near port)	USPAT; US-PGPUB	2004/07/24 13:35
33	175	((line near4 sight) and (rotat$4 same display$4 same device)) and port	USPAT; US-PGPUB	2004/07/24 13:35

The "AND" operator is unnecessary -- we include all search terms by default. [details]

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1 A mobile remote data collection and graphics display station

John G. Miles

July 1976 **ACM SIGGRAPH Computer Graphics , Proceedings of the 3rd annual conference on Computer graphics and interactive techniques**, Volume 10 Issue 2

Full text available: pdf(115.74 KB) Additional Information: full citation, abstract, references

A low cost graphic and data collection facility consisting of a storage tube display, plotter, digital multimeter, floppy disc, calculator and BCD instrumentation interface has been built into a single, mobile unit. Laboratory data may be collected automatically by recording the output of the low speed digital multimeter or medium speed BCD DMA interface in calculator memory and then buffering the data to either floppy disc or tape cassette. The data can be summarized and displayed immediately o ...

2 Three-dimensional medical imaging: algorithms and computer systems

M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Full text available: pdf(7.38 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

3 Contextual Displays: The augurscope: a mixed reality interface for outdoors

Holger Schnädelbach, Boriana Koleva, Martin Flintham, Mike Fraser, Shahram Izadi, Paul Chandler, Malcolm Foster, Steve Benford, Chris Greenhalgh, Tom Rodden

April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves**

Full text available: pdf(1.38 MB) Additional Information: full citation, abstract, references, citings, index terms

The augurscope is a portable mixed reality interface for outdoors. A tripod-mounted display is wheeled to different locations and rotated and tilted to view a virtual environment that is aligned with the physical background. Video from an onboard camera is embedded into this virtual environment. Our design encompasses physical form, interaction and the combination of a GPS receiver, electronic compass, accelerometer and rotary encoder for tracking. An initial application involves the public expl ...

Keywords: augmented reality, mixed reality, mobile and wireless applications, outdoors applications, virtual reality

4 VIEW: an exploratory molecular visualization system with user-definable interaction sequences

Lawrence D. Bergman, Jane[redacted] Richardson, David C. Richardson, Fre[redacted]ck P. Brooks
September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(354.69 KB) Additional Information: full citation, references, citings, index terms

Keywords: data-constrained sketching, graphical debugging, molecular graphics, scientific visualization

5 Automatic alignment of high-resolution multi-projector display using an un-calibrated camera

Yuqun Chen, Douglas W. Clark, Adam Finkelstein, Timothy C. Housel, Kai Li
October 2000 **Proceedings of the conference on Visualization '00**

Full text available: pdf(467.94 KB) Additional Information: full citation, index terms

Keywords: automatic alignment, projective mapping, seamless tiling, simulated annealing

6 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

7 Distributed systems: Active visualization in a multidisplay immersive environment

W. Blanke, C. Bajaj
May 2002 **Proceedings of the workshop on Virtual environments 2002**

Full text available: pdf(1.18 MB) Additional Information: full citation, abstract, references, index terms

Building a system to actively visualize extremely large data sets on large tiled displays in a real time immersive environment involves a number of challenges. First, the system must be completely scalable to support the rendering of large data sets. Second, it must provide fast, constant frame rates regardless of user viewpoint or model orientation. Third, it must output the highest resolution imagery where it is needed. Fourth, it must have a flexible user interface to control interaction with ...

8 Session C1: information visualization: Case study: visual debugging of cluster hardware

Patricia Crossno, Rena Haynes
October 2001 **Proceedings of the conference on Visualization '01**

Full text available: pdf(618.68 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

This paper presents a novel use of visualization applied to debugging the Cplant™ cluster hardware at Sandia National Laboratories. As commodity cluster systems grow in popularity and grow in size, tracking component failures within the hardware will become more and more difficult. We have developed a tool that facilitates visual debugging of errors within the switches and cables connecting the processors. Combining an abstract system model with color-coding for both error and job informat ...

Keywords: design analysis, hardware modeling, performance optimization, visual debugging

9 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art of graphic software packages

Compuater Graphics staff

September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3

Full text available: pdf(9.03 MB) Additional Information: full citation, references

10 Scanned-display computer graphics

A. Michael Noll

March 1971 **Communications of the ACM**, Volume 14 Issue 3

Full text available: pdf(781.96 KB) Additional Information: full citation, abstract, references, citings

A television-like scanned-display system has been successfully implemented on a Honeywell DDP-224 computer installation. The scanned image is stored in the core memory of the computer, and software scan conversion is used to convert the rectangular coordinates of a point to the appropriate word and bit in an output display array in core storage. Results thus far indicate that flicker-free displays of large amounts of data are possible with reasonably fast graphical interaction. A scanned im ...

Keywords: computer graphics, raster displays, scan conversion, scanned-display

11 The space shuttle primary computer system

Alfred Spector, David Gifford

September 1984 **Communications of the ACM**, Volume 27 Issue 9

Full text available: pdf(5.34 MB) Additional Information: full citation, references, citings, index terms

Keywords: PASS, avionics system, space shuttle

12 TouchCounters: designing interactive electronic labels for physical containers

Paul Yarin, Hiroshi Ishii

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Full text available: pdf(1.42 MB) Additional Information: full citation, references, citings, index terms

Keywords: distributed sensing, tangible interfaces, ubiquitous computing, visualization

13 A software model and specification language for non-WIMP user interfaces

Robert J. K. Jacob, Leonidas Deligiannidis, Stephen Morrison

March 1999 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 6 Issue 1

Full text available: pdf(574.62 KB) Additional Information: full citation, abstract, references, citings, index terms

We present a software model and language for describing and programming the fine-grained aspects of interaction in a non-WIMP user interface, such as a virtual environment. Our approach is based on our view that the essence of a non-WIMP dialogue is a set of continuous relationships—most of which are temporary. The model combines a data-flow or constraint-like component for the continuous relationships with an event-based component for discrete interactions, which can enable or diabl ...

Keywords: PMIW, interaction techiques, non-WIMP interface, specification language, state transition diagram, user interface management system (UIMS)

14 Pen computing: a techno[redacted] overview and a vision
André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Full text available: pdf(5.14 MB) Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions.Starting with a short historic ...

15 Sketch pad a man-machine graphical communication system
Ivan E. Sutherland
January 1964 **Proceedings of the SHARE design automation workshop**

Full text available: pdf(1.53 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper was reproduced from the AFIPS Conference proceedings, Volume 23, of the Spring Joint Computer Conference held in Detroit, 1963. Mr. Timothy Johnson suggested that this report contained essentially the same material he spoke on at the SHARE D/A Committee Workshop.

16 Sketchpad a man-machine graphical communication system
I. E. Sutherland
June 1988 **Papers on Twenty-five years of electronic design automation**

Full text available: pdf(1.86 MB) Additional Information: full citation, references, index terms

17 Augmented reality and mobile systems II: Design and implementation of a mobile device for outdoor augmented reality in the archeoguide project
Tim Gleue, Patrick Dähne
November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Full text available: pdf(3.35 MB) Additional Information: full citation, abstract, references, index terms

This paper presents the design and implementation issues associated with the development of a mobile device for the ARCHEOGUIDE project. We describe general and application specific design goals as well as the technical requirements the implementation is based upon. Since speed is crucial for an interactive application we provide a survey of mobile and wearable computing equipment especially considering performance aspects. A detailed overview of available hardware components follows. We describ ...

18 A microprocessor display controller for combining refresh and storage tube graphics
Steven G. Satterfield, Francisco Rodriguez, David F. Rogers
August 1978 **ACM SIGGRAPH Computer Graphics , Proceedings of the 5th annual conference on Computer graphics and interactive techniques**, Volume 12 Issue 3

Full text available: pdf(570.90 KB) Additional Information: full citation, abstract, references, index terms

This paper describes a stand alone graphics system utilizing a microprocessor based display controller with the capability of combining refresh with storage tube graphics. This combination is accomplished by utilizing the Write-Thru feature of a Tektronix 4014 display terminal. The display controller is a typical Z-80 microprocessor system interfaced to the 4014 by a standard Tektronix parallel interface. A portion of the Z-80 memory is used as the display buffer, allowing it to be divided ...

Keywords: Microprocessor display controller, Refresh display, Storage tube display, Vector graphics

19
Dynabook revisited—portable computers past, present and future

Larry Press
March 1992 **Communications of the ACM**, Volume 35 Issue 3

Full text available: pdf(2.18 MB) Additional Information: full citation, references, citings, index terms

20 Tablet: personal computer of the year 2000

B. W. Mel, S. M. Omohundro, A. D. Robison, S. S. Skiena, K. H. Thearling
June 1988 **Communications of the ACM**, Volume 31 Issue 6

Full text available: pdf(1.67 MB) Additional Information: full citation, abstract, references, index terms

A design represents a compromise between conflicting goals, and the design of the personal computer of the year 2000 is no exception. We seek something that will fit comfortably into people's lives while dramatically changing them. This may appear to be a contradiction that cannot be reconciled. But if the technology does not fit easily into the habits and lifestyles of its human users, it will be discarded by those it was meant to help. And if this new tool does not change the life of its ...

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